Mindluster Platform

About the course 3D graphics pipeline

3D graphics pipeline course in hindi, in this course In this course, we delve into the 3D graphics pipeline, understanding how 3D data transforms into immersive visual experiences.

Engineering Category's Courses

Course Lesson(33)

Lesson 1 : **Computer Graphics**

Lesson 2 : **Lec 1 Introduction to graphics**

Lesson 3 : **Lec 2 Historical evolution issues and challenges**

Lesson 4 : **Lec 3 Basics of a graphics system**

Lesson 5 : **Lec 4 Introduction to 3D graphics pipeline**

Lesson 6 : **Lec 5 Introduction and overview on object representation techniques**

Lesson 7 : **Lec 6 Various Boundary Representation Techniques**

Lesson 8 : **Lec 7 Spline representation â€“ I**

Lesson 9 : **Lec 8 Spline representation â€“ II**

Lesson 10 : **Lec 9 Space representation methods**

Lesson 11 : **Lec 10 Introduction to modeling transformations**

Lesson 12 : **Lec 11 Matrix representation and composition of transformations**

Lesson 13 : **Lec 12 Transformations in 3D**

Lesson 14 : **Lec 13 Color computation â€“ basic idea**

Lesson 15 : **Lec 14 Simple lighting model**

Lesson 16 : **Lec 15 Shading models**

Lesson 17 : **Lec 16 Intensity mapping**

Lesson 18 : **Lec 17 Color models and texture synthesis**

Lesson 19 : **Lec 18 View transformation**

Lesson 20 : **Lec 19 Projection transformation**

Lesson 21 : **Lec 20 Windows to viewport transformation**

Lesson 22 : **Lec 21 Clipping introduction and 2D point and line clipping**

Lesson 23 : **Lec 22 2D fill area clipping and 3D clipping**

Lesson 24 : **Lec 23 Hidden surface removal â€“ I**

Lesson 25 : **Lec 24 Hidden surface removal â€“ II**

Lesson 26 : **Lec 25 Scan conversion of basic shapes â€“ I**

Lesson 27 : **Lec 26 Scan conversion of basic shapes â€“ II**

Lesson 28 : **Lec 27 Fill area and character scan conversion**

Lesson 29 : **Lec 28 Anti aliasing techniques**

Lesson 30 : **Lec 29 Graphics I O Devices**

Lesson 31 : **Lec 30 Introduction to GPU and Shaders**

Lesson 32 : **Lec 31 Programming with OpenGL**

Lesson 33 : **Lec 32 Concluding remarks**

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